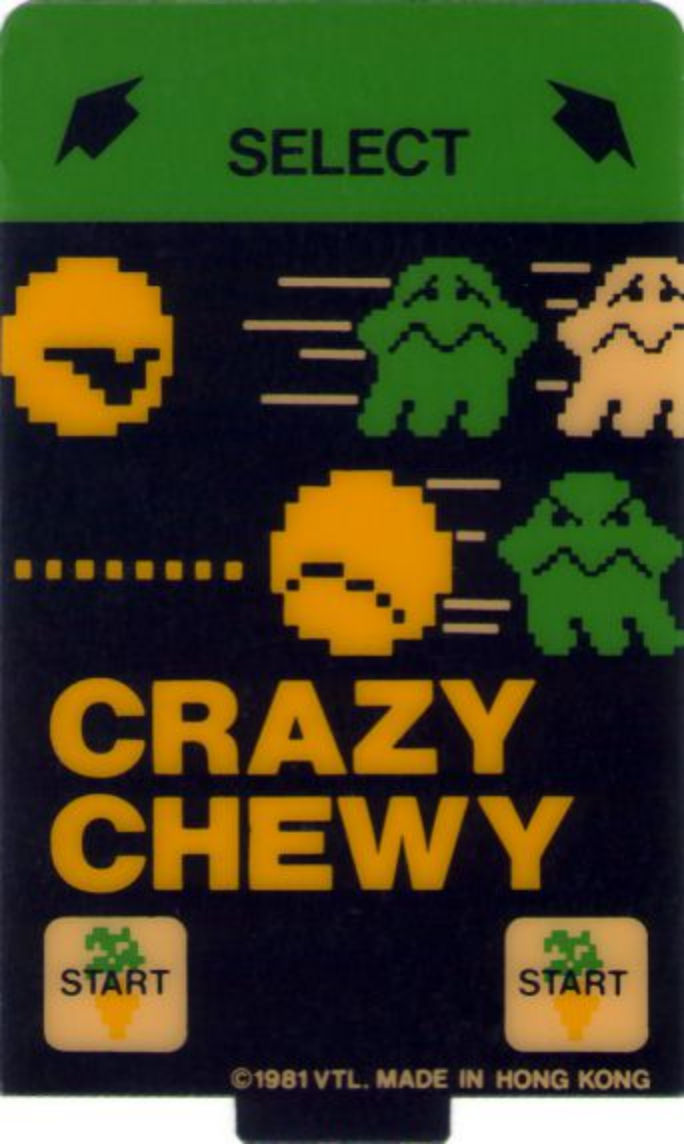
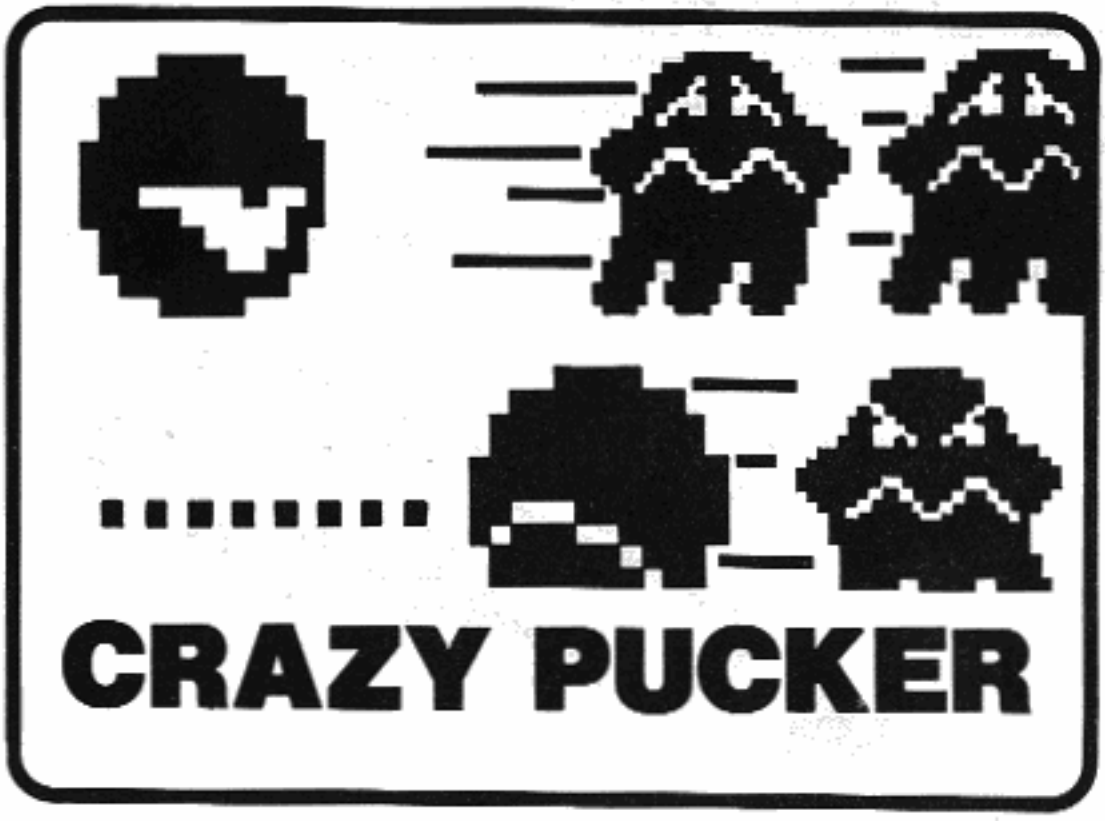

SELECT
CRAZY
CHEWY
START
START
©1981 VTL. MADE IN HONG KONG

©CREATIVISION

Home Entertainment & Personal Computing System



CARTRIDGE INSTRUCTIONS

VTECH

The object of the game is to control the motion of Crazy Pucker to eat up as many beans as possible. There are four monsters who will capture the pucker on contact. You have to manoeuvre the motion of the pucker to get away from the monsters and eat up the beans. The monsters move faster than the pucker in straight direction but slower than the pucker when turning corners. The trick is to move pucker around the corners or to hide in the tunnel. There are four energisers (carrots) in each frame. The pucker can eat up an energiser to become activated. Then, the monsters will turn pale and SO DO SO DO . . . . . will sound. You can then direct the pucker to capture the monsters within that period when the pucker is energized. If one frame is finished, the frame will be renewed and the game continues.

START-UP

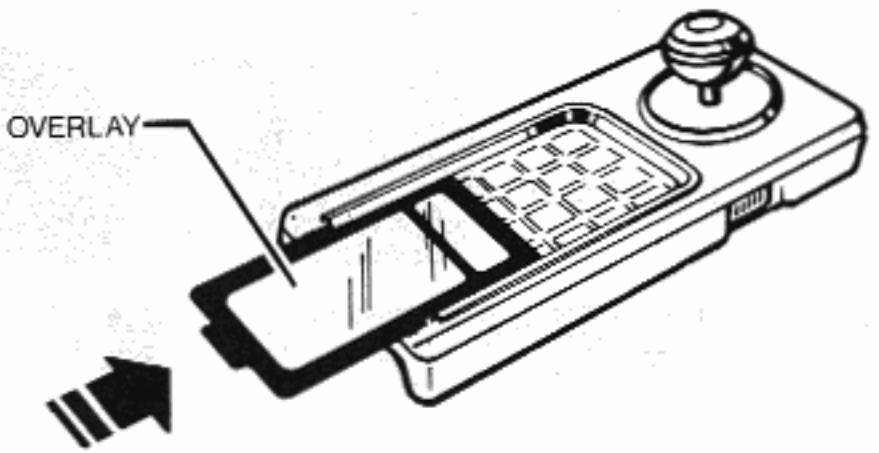
Check the following:

- The main unit antenna cable is connected to the TV set.
- The power cord is plugged in.
- TV set is plugged in and properly adjusted.
- Make sure the Power Switch is OFF.
- Insert the CRAZY PUCKER cartridge into the cartridge slot.

Now turn on the ON/OFF switch. A demonstration of CRAZY PUCKER will be displaying.

START GAME

Get the two plastic CRAZY PUCKER keyboard overlays in the cartridge with this booklet. Insert the overlays into each hand-control as shown.



To start, press RESET Button.

Now you can start the game by pressing the "Start" game key in the hand-control or select the game you want to play by pressing the "Select" game button.

There are 32 games in this cartridge numbered from 1 to 32. Pressing the "Select" game button will increase the game number by one. The game number will increase automatically from 1 to 32.

GAME VARIATION

Game 1 : Low skill, visible maze, visible monsters, one player.
Game 2 : Low skill, visible maze, visible monsters, two player (co-operate).
Game 3 : Low skill, visible maze, visible monsters, two player (against).
Game 4 : Low skill, visible maze, visible monsters, four player.
Game 5 : Low skill, visible maze, invisible monsters, one player.
Game 6 : Low skill, visible maze, invisible monsters, two player (co-operate).
Game 7 : Low skill, visible maze, invisible monsters, two player (against).
Game 8 : Low skill, visible maze, invisible monsters, four player.
Game 9 : Low skill, invisible maze, visible monsters, one player.
Game 10 : Low skill, invisible maze, visible monsters, two player (co-operate).
Game 11 : Low skill, invisible maze, visible monsters, two player (against).
Game 12 : Low skill, invisible maze, visible monsters, four player.
Game 13 : Low skill, invisible maze, invisible monsters, one player.
Game 14 : Low skill, invisible maze, invisible monsters, two player (co-operate).
Game 15 : Low skill, invisible maze, invisible monsters, two player (against).
Game 16 : Low skill, invisible maze, invisible monsters, four player.
Game 17 : High skill, visible maze, visible monsters, one player.
Game 18 : High skill, visible maze, visible monsters, two player (co-operate).
Game 19 : High skill, visible maze, visible monsters, two player (against).
Game 20 : High skill, visible maze, visible monsters, four player.
Game 21 : High skill, visible maze, invisible monsters, one player.
Game 22 : High skill, visible maze, invisible monsters, two player (co-operate).
Game 23 : High skill, visible maze, invisible monsters, two player (against).
Game 24 : High skill, visible maze, invisible monsters, four player.
Game 25 : High skill, invisible maze, visible monsters, one player.
Game 26 : High skill, invisible maze, visible monsters, two player (co-operate).
Game 27 : High skill, invisible maze, visible monsters, two player (against).
Game 28 : High skill, invisible maze, visible monsters, four player.
Game 29 : High skill, invisible maze, invisible monsters, one player.
Game 30 : High skill, invisible maze, invisible monsters, two player (co-operate).
Game 31 : High skill, invisible maze, invisible monsters, two player (against).
Game 32 : High skill, invisible maze, invisible monsters, four player.

HOW TO PLAY

One Player Game

In these games, only one pucker (the yellow one) will appear in the maze. Its motion is controlled by the left hand-control. The game is over after the pucker is captured by the monsters by four times. The small puckers shown at the lower left corner indicate the number of chances left. The score is shown at the upper left corner, and the HIGH SOCRE of that game is shown at the upper right corner.

Two Player Game

In these games, two puckers (yellow and grey) will appear in the maze. The motion of the yellow pucker is controlled by the left hand-control while that of the grey one is controlled by the right hand-control.

In the 'co-operate' games, the pucker (either one) can be captured four times before the game is over. The small pucker shown at the lower left corner is the number of chances left for you and your partner. Your score and your partner's score are added together and shown at the upper left corner, with the HIGH score of that game shown at the upper right corner. The motion of one pucker can be blocked by the other, you must avoid blocking the way of your partner. When either pucker eats the energiser, both puckers will be activated.

In the 'against' games, each pucker may be captured four times before the game is over. The small puckers shown at the lower left corner indicate the number of chances left for the left player, while those shown at the right indicate the chances left for the right player. The scoring is calculated independently, with that of the left player shown at the upper left corner and that of the right player shown at the upper right corner. You can direct your pucker to block the way of the opposing pucker and let the monster capture it. In these games, only the pucker that eats up the energiser becomes activated, the other pucker cannot capture the monsters even within the active period. The game is over when both players lost all their chances.

Four Player Game

In these games, two pairs of co-operative players play alternatively. Before starting the game '1 Up' will appear above the left score, showing that the first team will control the motion of the two puckers. If either pucker of the first team is captured by the monster, the game will switch to the second team and '2 Up' will appear above the right score. When the second team is ready, they can press the "Start" button to start their turn. The game rules are the same as those for the two player co-operative game. The score and chance indicator for the first team are shown on the left side and those for the second team on the right side. The game is over when both teams lost all their chances.

Invisible Monster Game

In these games, the monsters will disappear periodically. If an invisible monster approaching a pucker is very close, it will re-appear. Also, all monsters will become visible when the pucker is activated. The game rules are the same as those for the one, two and four player games.

Invisible Maze Game

In these games, the maze will disappear and you have to guess the path. The maze will re-appear when a monster approaching a pucker is very close. The games rules are the same as those for the one, two and four player games.

SCORING

Bean	10 marks
Carrot	50 marks
Orange	100 marks
First Monster Captured	100 marks
Second Monster Captured	200 marks
Third Monster Captured	400 marks
Fourth Monster Captured	800 marks

Score within the same activated period.

© 1981 VIDEO TECHNOLOGY LIMITED

MADE IN HONG KONG

91-0066-00